

UNIT REPUTATION:	OPERA	ITIONAL PROGRES	is:	
 Character Name:		<i>Rank:</i>	XI	D:
Origin:	I	Basic Training:		
History:			<i>Coma</i>	<i>l:</i>
Reaction:		Range:	Shots:	Damage.
Speed:	Weapon:	Range:	Shots:	Damage.
Combat Skill:	Weapon:	Range:	Shots:	Damage.
Toughness:	Armor:		Armor:	
Tech:	Gear:		Gear:	
Wounds:				
Training:				
Notes:				

AGENTS

Character Name: Origin:______ Basic Training:_____ Missions: Comd: History: Reaction: _____ Weapon:_____ Range:____ Shots:___ Damage:____ Weapon:_____ Range:____ Shots:___ Damage:____ Speed: _____ Weapon:_____ Range:____ Shots:___ Damage:____ Combat Skill: Toughness:_____ *Armor:*_____ *Armor:*_____ Gear: Gear: Wounds:__ Training:_____ Notes:



Character Name:_____ Origin:______ Basic Training:_____ _____ Missions:____ Comd:____ History:____ _____ Weapon:_____ Range:____ Shots:___ Damage:____ Reaction: _____ Weapon:_____ Range:____ Shots:___ Damage:____ Speed: _____ Weapon:_____ Range:____ Shots:___ Damage:____ Combat Skill: *Armor:*_____ *Armor:*_____ Toughness: Tech:_____ Gear:_____ Gear:_____ Wounds: Training: Notes:

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SUPPORT:_		No		
Reaction	_ Speed:_	Comba l :	Toughness:	Tech
Weapon:		_ Range: Sho	ts: Damage:	_
Gear:				
SUPPORT:_			No	
Reaction	_ Speed:_	Comba l :	Toughness:	Tech
Weapon:		_ Range: Sho	ts: Damage:	_
Gear:				
SUPPORT:			No	
Reaction	_ Speed:_	Comba l :	Toughness:	Tech
Weapon:		_ Range: Sho	ts: Damage:	_
Gear:		=========		
SUPPORT:_			No	
Reaction	_ Speed:_	Comba l :	Toughness:	Tech
Weapon:		_ Range: Sho	ts: Damage:	_
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MISSION DIFFICULTY:		MISSION PRIORITY:		
		00000000		
ALIEN:		No		
Speed:	Combat Skill:_	Toughness:	Damage:	
Special:				
		00000000		
ALIEN:		No.		
Speed:	Combat Skill:_	Toughness:	Damage:	
Special:				
		00000000		
ALIEN:		No		
Speed:	Combat Skill:_	Toughness:	Damage:	
Special:				
		00000000		
ALIEN:		No		
Speed:	Combat Skill:	Toughness:	Damage:	
Special:				
		00000000		
ALIEN:		No.		
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Special:				